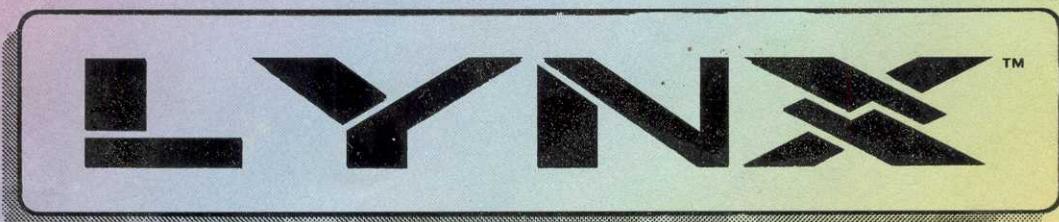


ATARI®



## HINT BOOK

- Hints
- Tips
- Help
- Easter Eggs
- Maps
- Level Codes

DO NOT REMOVE  
FROM BUILDING.  
DO NOT COPY  
WHOLE OR IN  
PART.  
RETURN TO  
GREG LABREC

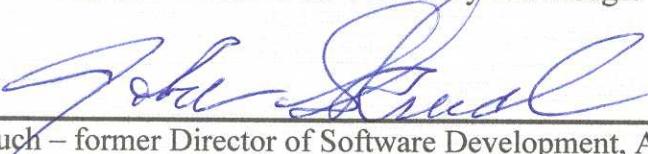
ATARI®

### Certificate of Authenticity

My name is John Skruch and I was the Director of Software Development for Atari. I worked for the company from 1982 under Warner Communications until 1998 under JTS Storage. All licensing, internal and external development, art, QA and production were at one time under my control. I was involved with the creation of over 300 titles for Atari during my tenure and was the last Atari Corp employee.

This Lynx Hint Book was THE cheat code bible for Atari Corp. After a game was released from the QA department, the lead tester wrote up a list of all cheat codes, hidden items and power ups in the game. These were given to him by the development team and game Producer and were all verified in testing. This list was then given to Greg LaBrec, who was in charge of game manual production and game magazine liaisons. Greg would carefully dole out only some of the hints to the gaming magazines for them to publish each month. This Hint Book contains ALL of the hidden items for a number of published Lynx games. I rescued the book from being thrown out during the move from 1196 Borregas Avenue to the old B of A building on Mathilda Avenue in Sunnyvale, CA.

The above is true and correct to the best of my knowledge.

  
John Skruch – former Director of Software Development, Atari.

  
Date



TM  
1196 Borregas Avenue  
Sunnyvale, CA 94089  
(408) 745-2000

A DIVISION OF ATARI CORPORATION

# LYNX

## GENERAL QUESTIONS & ANSWERS

### ***What is the Atari Lynx?***

The world's first hand-held color video game system. Sold by Atari, the Lynx offers true multi-player competition, built-in 3D and distortion graphic effects, reversible controls, and fast arcade action for under \$100.

### ***What's the relationship between the Atari Lynx and Epyx?***

The Lynx was originally conceived by Epyx in 1987. It was called the "Handy" at that time. Two creators of the system, Dave Needle and R.J. Mical, were also members of the Amiga design team. Atari bought the rights, and the rest is history.

While it is true that Epyx no longer does Lynx development, Epyx is still required by its contract with Atari to provide technical support, which it still does.

### ***Are Lynx game cards encoded with any encryption scheme?***

Yes and no. Most of the game card is not encrypted, just a few hundred bytes. The game-card verification system was introduced to enforce game quality, which Epyx perceived as a major threat after looking at what happened to the Atari 2600 (VCS) towards the end.

Atari does NOT do the encoding of the game cartridges. Epyx still does them. Epyx makes no judgement on what is encoded, but encodes everything that Atari requests.

***What are the differences between the original Lynx ("Lynx Classic") and the new Lynx ("Lynx II")?***

The new Lynx is a bit smaller and lighter than the original Lynx. It has a slightly longer battery life, and can also just turn the screen off during a game pause to save batteries. (The original Lynx had a five minute auto-power shut-off that would have prevented this from being useful. It is gone in the new Lynx.) A power LED has been added (which also blinks when battery power is low), and cartridges can be slipped in a little bit easier.

The only differences in a technical sense is that the new Lynx has a more efficient internal design, and the headphone jack supports stereo sound. The speaker in new Lynx is also not as loud as the original Lynx, although it's still more than adequate for all but the noisiest situations. The speaker in new Lynx is a 16-ohm speaker, which causes the system to need twice as much power to drive the same volume through it.

Also, the new Lynx can experience what is called "blinking pixel syndrome" with certain game cards. With certain game cards, one pixel on the screen (usually stationary) cycles through all the colors very quickly. It does not affect game play, and isn't always noticed unless it's looked for. It seems to be fixed in later Lynxes, making it even less of a factor.

The power consumption in the new Lynx is only slightly less than in the original Lynx, and is not enough to account for an extra hour of play time. The extra hour is claimed by assuming that the user will turn off the backlight for some of the running time, which could be counted as dead time, not game time.

***What are the specifications of the Lynx?***

Physical dimensions:

Size: 9.25" x 4.25" x 2" (10.75" x 4.25" x 1.5" original Lynx)

Screen: 3.5" diagonal (3.25" x 1.88" approx.)

Speaker: 2" diameter

Buttons:

Two sets of fire buttons (A and B)

Two option buttons (OPTION 1 and OPTION 2)

Pause button

(OPTION 1 + Pause = Restarts the game)

OPTION 2 + Pause = Flips the screen, which allows the Lynx controls to be reversed)

Power on light (Not on original Lynx; indicates unit is on)

Power on button

Power off button

Backlight button (Not on original Lynx; turns off the screen, but does not turn off the game. This saves electricity use when a game is paused)

Joypad: Eight directional

Controls:

Volume

Brightness

Ports:

Headphones (mini-DIN 3.5mm stereo, mono on original Lynx)

ComLynx (multi-player)

Power (9V DC, 1 A)

Game card slot

Battery holder (six AA)

For the technically minded, the Lynx has two basic chips that form a cooperative set of co-processing subsystems that maximize the Lynx's performance by sharing the work of executing a game program. These chips are called Mikey and Suzy.

Mikey (16-bit custom CMOS chip running at 16MHz)

MOS 65C02 processor running at up to 4MHz (3.6MHz Ave.)

8-bit CPU, 16-bit address space

Sound engine  
4 channel sound  
8-bit DAC for each channel  
(4 channels x 8-bits/channel = 32 bits commonly quoted)  
Range of 100Hz to well above the range of human hearing  
Stereo with panning (mono for original Lynx)

Video DMA driver for LCD display

System timers

Interrupt controller

UART (for ComLynx)

512 bytes of bootstrap and game-card loading ROM

Suzy (16-bit custom CMOS chip running at 16MHz)

Blitter (bit-map block transfer) unit

Graphics engine

- Hardware drawing support
- Unlimited number of high-speed sprites with collision detection
- Hardware high-speed sprite scaling, distortion, and tilting effects
- Hardware decoding of compressed sprite data
- Hardware clipping and multi-directional scrolling
- Variable frame rate (up to 75 frames/second)
- 4096 color (12-bit) palette
- 16 simultaneous colors (4 bits) from palette at one time
- 160 x 102 "triad" standard resolution (16,320 addressable pixels)  
(A triad is three LCD elements: red, green, and blue)
- Capability of 480 x 102 artificially high resolution

Math co-processor

- Hardware 16-bit multiply and divide (32-bit answer)
- Parallel processing of single multiply or divide instruction

The Lynx contains 64K (half a megabit) of 120ns DRAM. Game-cards currently hold 128K (1 megabit) or 256K (2 megabits) of ROM, but there seems to be a capability of up to 2M (16 megabits) on one game-card.

With alkaline batteries, the reasonable average battery life is 5 hours. (4 hours with the original Lynx) The Lynx can run

off rechargeable Ni-Cad batteries, but average battery life drops drastically to 1.5 hours per recharge (1 hour for the original Lynx). Your milage may vary.

### **Why does the Lynx use a 6502 and not a 68000?**

From R.J. Mical, one of the Lynx's creators:

"Some people believe it's less of a processor than the 68000, for example. That series of chip was used in the Amiga, but it wouldn't make our machine do things any better. In fact, it would only make the unit larger and more expensive. It's also harder to write 68000 code, so we definitely made the right decision."

From Stephen Landrum, another of the Lynx's creators:

"The real answer for the choice for the 6502 vs. 68000 was price. Secondary considerations (that did not really enter into the decision making process): 68000 code is very fat compared to 6502 code. An application that takes 1K of 6502 code averages 2.5 to 3K of 68000 code. The 6502 is very bus-efficient, the 68000 has lots of dead time on the bus. As for it being harder to write 68000 code, that is probably not true, and in any case was not part of the reason the decision was made."

### **Is the Lynx an 8-bit or 16-bit system?**

If 16-bit refers to the main CPU, (such as the Sega Genesis/MegaDrive) then the Lynx is an 8-bit system. If 16-bit refers to the graphics engine, (such as the NEC TurboGraphix-16/PC-Engine) then the Lynx is a 16-bit system.

### ***What accessories exist for the Lynx?***

The following products are known to be available:

- ComLynx cable. Connects multiple Lynxes together for multiplayer games.
- AC adaptor. Powers the Lynx from any AC wall socket.
- Cigarette lighter adaptor. Powers the Lynx from any automobile cigarette lighter. Will support one or two Lynxes simultaneously.
- Atari Lynx Sun Shield. Folds down to protect the Lynx screen, and pops open to shade the Lynx screen from sunlight for outdoor play. (NOTE: There are two models; you need the one appropriate for your Lynx)
- D-cell battery pack. Holds six D-cell batteries, and can be attached with a belt clip. Alkaline batteries provides power for up to 20 hours of playing.
- Atari Lynx carrying pouch. Holds a Lynx, several game cards, and a ComLynx cable. Attaches with a wrist strap/belt loop.
- Atari Lynx Kit Case. Holds a Lynx, up to 24 game cards, and assorted accessories. Padded interior with Velcro dividers, can be customized. Carried with a handle or a shoulder strap.

### ***Is there a TV tuner option for the Lynx?***

No. Atari's official position is that market research shows that a TV tuner, while a neat idea, would not be bought by most players.

### ***Do all players "lynxed"-up via ComLynx need a copy of the game being played?***

Yes. All players need a copy of the game card.

***What's the ComLynx port like?***

There is limit of 18 players via ComLynx. In practice it may be possible to connect more units together, but to operate within specifications, the drivers in the Lynx cannot drive over more than 17 units with pull-ups on the serial ports.

ComLynx runs from 300.5 to 62.5K baud. It works on a "listen and send" structure. Data transmission between Lynxes is done in the background, freeing up the CPU to run the game instead of communicating. It's called "RedEye" in-house at Atari, named after an early idea of having Lynxes communicate with infra-red transmissions.

It uses a three-wire cable (+5V/Ground/Data) and allows for bi-directional serial communications. The system frames messages in terms of 11-bit words, each consisting of a start bit, eight data bits, a parity bit, and a stop bit.

***Sometimes a multiplayer ComLynx game will freeze up. Why?***

A ComLynxed game will freeze if communication between the Lynxes is interrupted. If your game is freezing up in the middle of a session, it may be due to a fray in one of the ComLynx cables. The cable gets jostled, communication is broken, and the game "freezes." Jiggling the cable may fix the solution temporarily, but the best cure is a new cable.

***My Lynx screen is badly scratched! How can I fix it, what can I do?***

Get some "plastic scratch remover" or "plexiglass scratch remover." You can find it in hardware stores, or look in your Yellow Pages under "Plastics."



# APB

## CHEATS

### ***To skip levels:***

Hold Option 1 and Option 2 while running into a donut.  
This will fill your quota and return you to the police station.

# BATMAN RETURNS

## TIPS & HINTS

### ***How does one kill the penguin duck combo ?***

The goal at the end of level 1 is to hit the duck head, not the Penguin. Watch what happens when you hit the duck in the face. Just get on the platform, bend down, and throw those batrangs. Don't miss the energy at the right edge of screen after you kill the duck. The duck must be hit in the head several times. When a hit registers, the duck closes its eye. 10 or 11 hits will do him in.

### ***Is there any way to protect yourself from the exploding mirrors?***

When standing in front of SHRECK'S store before it's windows explode, look around, there is one thing in particular that would block flying glass.

#### ***Level 1 Tips***

After getting past the first sewer cover where you encounter the fat clowns, go past the second street lamp and there is a power up. Also, the there are power-ups behind the first two street lamp (posts) as you encounter the knife women. There are also two power-ups inside the Gift Box. You have to enter it from the right.

#### ***Level 2 Tips***

The major problem here is to avoid being hit by a shotgun blast while jumping between buildings. Look and shoot before you leap. Watch out for the boxes when crouching to shoot cops. Its better to take a few bullet hits than to be blown up by a box.

### **Level 3 Tips**

Run, Run, Run!!! Shoot the big penguins as quickly as possible. You can avoid the other enemy shots. Use the vials at the end of the level.

### ***In level 3, what are the glowing pools of gunk?***

The glowing stuff in level 3 is toxic waste. Touching it gives Batman a sizzling sensation.

### ***Is level three completed by clearing all the penguin soldiers?***

Yes, you have to kill all the penguins at the end of level 3. The total is about 50. Make sure you pass the open pipe facing to the right so the penguin counter will start. There are a few semi-safe spots, and the vials are very useful there. You can also kill penguins hiding behind the pipes.

### ***Where is Mr. Shreck?***

Look for Mr. Shreck in level 4. He's going for a dip in the toxic waste.

### ***What is the best technique for getting over the sewer covers without being hit by the dynamite?***

The grates stop launching if you have fallen down or are jumping. But not for long.

# BATMAN RETURNS

## CHEATS

### ***Invincible Mode***

At the title screen do the following:

On the joypad--

- Press up eight times
- Press down twelve times
- Press left 15 times
- Press right 19 times
- Press option 1, 27 times

Then press A to start the game. When the game begins, hit the pause button, then press option 1 to skip a level. When the game is in pause mode pressing option 2 makes Batman almost invincible. He is still killed if he falls off a building. Once cheat mode is activated, it's cancelled if you press the joypad or option 1 on the title screen. That includes pressing restart during a game, so let the game return to the title screen on its own when a game ends.

There is no indication that cheat mode is on. If it doesn't work, turn off the power, then try it again. You are probably hitting a diagonal on the joypad, which would count as a press for each direction.

# BLUE LIGHTNING

## TIPS & HINTS

### ***Runway Hints***

You can land the plane upside-down on any of the runways in level 6. If you fly as high as possible in level 7, you will see a runway in the sky at about the middle of the level.

# **BLUE LIGHTNING**

## **CODES**

This is a listing of the code names of all nine levels.

### **LEVEL 1 - AAAA**

DOG FIGHT. You fly through enemy lines destroying as many planes as possible

### **LEVEL 2 - PLAN**

BOMBING RUN. You fly through enemy territory destroying tanks and ships

### **LEVEL 3 - ALFA**

CONVOYS. You must destroy the enemy convoys by staying low and not getting shot down

### **LEVEL 4 - BELL**

CANYON RUN. Fly through the canyon destroying enemy tanks you can't fly over the rocks you must fly through.

### **LEVEL 5 - NINE**

ISLANDS. You must fly over enemy islands destroying radar installations and enemy warships

### **LEVEL 6 - LOCK**

COURIER. Fly through enemy territory destroying anything you can and landing at airfields to deliver documents.

**LEVEL 7 - HAND**

TOP SECRET. Again you must destroy radar installations and also railroad cars, tanks, ships, and planes.

**LEVEL 8 - FLEA**

NIGHT RUN. You must fly at night through the enemy lines without firing a shot at anything so your not spotted so you can make it to the last enemy radar installations and destroy them.

**LEVEL 9 - LIFE**

BATTLEFIELD. You must destroy enemy equipment without hitting allied equipment.

# CHIP'S CHALLENGE

## EASTER EGGS

### ***Fractal Generator Program***

In the many codes for levels of play, there is a code which will allow you to enter into the infinite world of fractals. A fractal is a geometrical or physical structure that has an irregular or fragmented shape at all scales of measurement between a greatest and a smallest scale such that certain mathematical or physical properties of the structure are greater than the spatial dimensions. If you can understand the situation, that's what a fractal is.

The code for entering the program is MAND. After it is entered, a picture will start to form on the screen. DON'T TOUCH ANY BUTTONS UNTIL THE PICTURE IS DONE. When it's done, then you can move around and zoom in to see more details. NOTE: Since each picture has extremely fine detail, it will usually take a few minutes for an image to form. Especially if there is black in or around the picture.

### ***Controls For The Program:***

(B) Button: When this button is pushed, it will create a box outline on the screen which you can move around. When the button is pushed again, the image on the screen will zoom away from you.

(A) Button: When this button is pressed, it will also create a box outline. When pressed again, this will cause the image to zoom towards you.

NOTE: After the image has either been zoomed away or towards you, take the outline off the screen and let the Lynx adjust the picture to more detail.

OPTION 1 Button: This will create and vanish the box outline. NOTE: Always take the outline off the screen after you are done with it.

OPTION 2 Button: This will create the box outline and starts the color cycling on the screen. One push on the button causes the cycling to go forward. Another push causes it to go backwards and a third will stop the cycling altogether. NOTE: To change the color of the cycling, go to the index.

PAUSE Button: This button will cause the MANDLEBROT / JULIA SET EXPLORER INDEX to appear on the screen. In the index, you can change the depth, color, and cycle rate of the fractals, and also create your own pictures. The index should look like this:

#### MANDELBROT EXPLORER

X:	FE.0000000000
Y:	FE.0000000000
STEP:	00.0800000000
DEPTH:	0100
PALETTE:	00
CYCLE RATE:	04
XJUL:	00.0000000000
YJUL:	00.0000000000

You can change anything you want on the index and it will not hurt the Chip's Challenge game. But, before you change any of the X, Y, XJUL, and YJUL settings, look at all the different images that can be found in the pictures on the screen. You can change the palette and cycle rate without messing up the programmed images. NOTE: There are two different programs to play with in this game. To see the other images other than Mandelbrot's go to the index and push OPTION 2. It will change the title from MANDELBROT EXPLORER to JULIA SET EXPLORER.

# CHIPS CHALLENGE

## CODES

1	BDHP	LESSON 1
2	JXMJ	LESSON 2
3	ECMQ	LESSON 3
4	YMCJ	LESSON 4
5	TQKB	LESSON 5
6	WNLP	LESSON 6
7	FXQO	LESSON 7
8	NHAG	LESSON 8
9	KCRE	NUTS & BOLTS
10	VUWS	BRUSHFIRE
11	CNPE	TRINITY
12	WVHI	HUNT
13	OCKS	SOUTHPOLE
14	BTDY	TELEBLOCK
15	COZQ	ELEMENTARY
16	SKKK	CELLBLOCKED
17	AJMG	NICE DAY
18	HMJL	CASTLE MOAT
19	MRHR	DIGGER
20	KGFP	TOSSSED SALAD
21	UGRW	ICEBERG
22	WZIN	FORCED ENTRY
23	HUVÉ	BLOBNET
24	UNIZ	OORTO GELD
25	PQGV	BLINK
26	YVYJ	CHCHCHIPS
27	IGGZ	GO WITH THE FLOW
28	UJDD	PING PONG
29	QGOL	ARCTICFLOW
30	BQPZ	MISH MESH
31	RYMS	KNOT
32	PEFS	SCAVENGER HUNT
33	BQSN	ON THE ROCKS
34	NQFI	CYPHER
35	VDTM	LEMMINGS
36	NXIS	LADDER
37	VQNK	SEEING STARS

38	BIFA	SAMPLER
39	ICXY	GLUT
40	YWFH	FLOORGASBORG
41	GKWD	I.C. YOU
42	LMFU	BEWARE OF BUG
43	UJDP	LOCK BLOCK
44	TXHL	REFRACTION
45	OVPZ	MONSTER LAB
46	HDQJ	THREE DOORS
47	LXPP	PIER SEVEN
48	JYSF	MUGGER SQUARE
49	PPXI	PROBLEMS
50	QBDH	DIGDIRT
51	IGGJ	I SLIDE
52	PPHT	THE LAST LAUGH
53	CGNX	TRAFFIC COP
54	ZMGC	GRAIL
55	SJES	POTPOURRI
56	FCJE	DEEPFREEZE
57	UBXU	STRANGE MAZE
58	YBLT	LOOP AROUND
59	BLDM	HIDDEN DANGER
60	ZYVI	SCOUNDREL
61	RMOW	RINK
62	TIGW	SLO MO
63	GOHX	BLOCK FACTORY
64	IJPQ	SPOOKS
65	UPUN	AMSTERDAM
66	ZIKZ	VICTIM
67	GGJA	CHIPMINE
68	RTDI	EENY-MINY-MOE
69	NLLY	BOUNCE CITY
70	GCCG	NIGHTMARE
71	LAJM	CORRIDOR
72	EKFT	REVERSE ALLEY
73	QCCR	MORTON
74	MKNH	PLAYTIME
75	MJDV	STEAM
76	NMRH	FOUR PLEX
77	FHIC	INVINCIBLE CHAMPION
78	GRMO	FORCE SQUARE

79	JINU	DRAWN & QUARTERED
80	EVUG	VANISHING ACT
81	SCWF	WRITERS BLOCK
82	LLIO	SOCIALIST BLOCK
83	OVPJ	UP THE BLOCK
84	UVEO	WARS
85	LEBX	TELENET
86	FLHH	SUICIDE
87	YJYS	CITYBLOCK
88	WZYV	SPIRALS
89	VCZO	BLOCK BUSTER
90	OLLM	PLAYHOUSE
91	JPQG	JUMPING SWARM
92	DTMI	VORTEX
93	REKF	ROADSIGN
94	EWCS	NOW YOU SEE IT
95	BIFQ	FOUR SQUARE
96	WVHY	PARANOIA
97	IOCS	METASTABLE TO CHAOS
98	TKWD	SHRINKING
99	XUVU	CATACOMBS
100	QJXR	COLONY
101	APIR	APARTMENT
102	VDDU	ICEHOUSE
103	PTAC	MEMORY
104	KWNL	JAILED
105	YNEG	SHORT CIRCUIT
106	NXYB	KABLAB
107	ECRE	BALLS-O-FIRE
108	LIOC	BLOCKOUT
109	KZQR	TORTURE CHAMBER
110	XBAO	CHILLER
111	KRQJ	TIME LAPSE
112	NJLA	FORTUNE FAVORS THE...
113	PTAS	OPEN QUESTION
114	JWNL	DECEPTION
115	ERGW	OVERSEA DELIVERY
116	HXMF	BLOCK BUSTER II
117	FPZT	THE MARSH
118	OSCW	MISS DIRECTION
119	PHTY	SLIDE STEP

120	FLXP	ALPHABET SOUP
121	BPYS	PERFECT MATCH
122	SJUM	TOTALLY FAIR
123	YKZE	THE PRISONER
124	TASX	FIRETRAP
125	MYRT	MIXED NUTS
126	QRLD	BLOCK 'N' ROLL
127	JWWZ	SKELZIE
128	FTLA	ALL FULL
129	HEAN	LOBSTER TRAP
130	HXIZ	ICE CUBE
131	FIRD	TOTTALY UNFAIR
132	ZYRA	MIX UP
133	TIGG	BLOBDANCE
134	XPPH	PAIN
135	LYWO	TRUST ME
136	LUZL	DOUBLEMAZE
137	HPPX	GOLDKEY
138	LUJT	PARTIAL POST
139	VLHH	YORKHOUSE
140	SJUK	ICEDEATH
141	MCJE	UNDERGROUND
142	UCRY	PENTAGRAM
143	OKOR	STRIPES?
144	GVXQ	FIREFLIES
146	JHEN	CAKEWALK
147	COZA	FORCEFIELD
148	RGSK	MIND BLOCK
149	DIGW	SPECIAL

# CRYSTAL MINES II

## CODES

1 - TSLA	Down In The Dirt
2 - UEPT	Logan's Run
3 - MTFQ	Blocks And Bombs
4 - IRTR	Wren's Nest
5 - ZCXP	Out With A Bang
6 - DPRX	Tanya's Tangram
7 - OIGT	Monster Go Boom
8 - YHYR	Dan's Deadly Maze
9 - VYHK	Rocky Horror
10 - ITCU	It Grows On You
11 - QCFK	Easy Trap Of Doom
12 - BXNG	Rock And Roll
13 - MOXA	Bombs A' Plenty
14 - IDWJ	Catacombs
15 - RFVC	Red Herring
16 - GHSI	Behind The Lines
17 - SKHU	Impervections
18 - TRFN	Blasting Zone
19 - LQRE	A Wrinkle In Time
20 - AURV	Bolder Dash
21 - TYGU	Mud Wrestling
22 - FUIX	Buried Alive
23 - QFXV	Crystal "Mines"
24 - XVXU	Can't Touch This
25 - KYPO	Felony Arson
26 - HBTR	Sandbox Bullies
27 - SFEB	Stake Your Claim
28 - HXRE	Dry Vein
29 - TRVJ	Quiver
30 - FQCS	Boulder Mania
31 - ZOIH	Pipe Hype
32 - LHJV	Stuck In The Mud
33 - GVYU	Rat Race
34 - EMTV	Split Infinity
35 - OHXY	Switch Swatch
36 - GSTB	Minefield
37 - UXRC	Chimney Sweep

38 - PWYH	What A Blast!
39 - XQCE	Hardrock Headache
40 - PNGU	Nuke Zone
41 - DZDI	Down Is Up
42 - PIPH	Lucky Number
43 - PKAV	Of Gravity...
44 - TBUM	Shape Up
45 - CXRI	Gravity Wise
46 - QIPZ	Slime Pit
47 - HBJP	Candlestick
48 - NXKU	Bouncing Boulders
49 - IGPY	Cloudbuster
50 - INUK	Whirlwind
51 - LPHD	Block Mania
52 - NEBX	I Get Around
53 - JVNL	Hot Pursuit
54 - CAQS	Runny Stocking
55 - KEHL	Cakewalk
56 - EMSE	The Sewers
57 - ZLAE	Crystal Factory
58 - MSXV	Drop A Rock
59 - JXTD	Magic Mirror
60 - SOVS	Cache
61 - GHGV	Rock Concert
62 - QVOZ	Crystal Tomb
63 - ZCEL	Make My Maze
64 - COYH	Pardon Me
65 - HJHT	Take Control
66 - DONQ	Castle Mania
67 - VBHF	Rad Drops
68 - JSMJ	Crystal Cannon
69 - HTRA	Tick Tock
70 - WBHD	Crossroads
71 - MVJX	Rain Dance
72 - ANZI	Jungle Gem
73 - EDLA	Zero Gravity
74 - PCMN	Boulder Exchange
75 - YJKJ	Monster Mania
76 - RAIQ	Which Way?
77 - ZRWH	Mud Boggin'
78 - ECMO	Safe Cracker

79 - AOTP	The Howling
80 - SVWK	Trial -N- Error
81 - VRBO	Squeeze Play
82 - SVYA	Jailhouse Rock
83 - KRFH	Dodge Ball
84 - CNQR	Sidewinder
85 - YNXR	Ghost Of A Chance
86 - CWQU	Plumber's Helper
87 - YXFJ	Change Machine
88 - SRDW	Triple Threat
89 - PDSQ	Out Of Order
90 - QKOA	Robo Rooter
91 - CKLQ	Riddle Me This
92 - KHBA	Cheque It Out
93 - MZKM	Joel's Connipition
94 - DYDO	Saturn V
95 - IDIC	To Boldly Go
96 - WVOM	Who Knows?
97 - NJCU	Pipe Dream
98 - WUQR	Volcano Vacation
99 - BSZB	Pipeline Puzzle
100 - RERF	Asylum
101 - WNON	Slime Jar
102 - IVLC	Around The World
103 - PJOL	Crystal Trap
104 - RGEI	Central Square
105 - WCEF	Down The Drain
106 - DSGY	Creature Comforts
107 - PHUF	Swamp Things
108 - NCDS	Gravity Ball
109 - KOMZ	Herringbone
110 - LFXQ	Water Closet
111 - WAET	Xenophobe Zoo
112 - YJNV	Conveyor Belt
113 - TAUJ	Mutation
114 - IMOZ	Towering Inferno
115 - NBFD	Take Your Pick
116 - ZAPR	Shopping Spree
117 - BXFT	Elevator Muzak
118 - GEFA	Kaleidoscope
119 - QIKD	Gemnastics

120 - GMWJ	Death Zone
121 - MKIH	Don't Be Greedy
122 - ULEL	Multi-abuser
123 - KBDW	Bombs Away
124 - QEFP	Sound And Fury
125 - SFJX	Make 'Em Yourself
126 - LQXW	The Four Seasons
127 - INMQ	Lobotomy
128 - NMAD	Hell And Back
129 - RHEM	Pipe Organ
130 - YHVR	Newton's Nightmare
131 - FSHF	Jail Break
132 - EIKJ	Quantum Quarry
133 - CQCR	Running On MT
134 - AIYA	Haunted House
135 - SXOE	Arrow Phlegm
136 - EKDR	Bohemian Rhapsody
137 - DRVY	Lift Lackeys
138 - RGUM	Spacin' Vaders
139 - FEDC	Avalanche!
140 - PRKL	Evil Twins
141 - ONKO	Leftright
142 - QXPL	Meltdown
143 - JRXP	Girls Best Friend
144 - PADJ	Phase Shift
145 - KGLI	Spiral Of Doom
146 - FDXR	Mouse Trap
147 - BLKS	Zen
148 - TJGB	Freeze Frame
149 - QKBT	Check Mate
150 - AUEC	Terminus

**Bonus Levels**

		From Level
0 - ????	Secret Vault	--
1 - KQVW	Deja View	9
2 - QATR	No Time To Think	18
3 - DBFQ	Bonanza!	27
4 - LEJM	Nimbus	34
5 - ODJY	Monty Haul	39

6 - BVOS	Pinball Wiz	43
7 - SKLR	Ping Pong	48
8 - JPGR	Twist And Shout	52
9 - BIOH	Time's Up	55
10 - BNRY	Time Bomb	59
11 - UJIL	Time To Spare	61
12 - NMXS	Lava Slide	66
13 - LKBI	Slam City	70
14 - RNSK	No Way Jose'	73
15 - STRA	Hide-N-Seek	78
16 - YTST	Snake's Belly	84
17 - HBJO	Flood Gate	89
18 - CHRN	Killing Time	96
19 - WIFC	Way Out	100
20 - ESBD	Hermit Crab	106
21 - TMCB	Menagerie	111
22 - GCSQ	Yuchsville	114
23 - PNZS	Mine Shaft	119
24 - KDVI	Surrounded	125
25 - DHZY	Pool Queue	130
26 - IVRO	Pit Of Lost Souls	134
27 - OSNY	Shoot The Moon	138
28 - LOTL	Tarmaze	143
29 - MWOH	Safety Dance	146
30 - JCXZ	Downtime	149

# DRACULA THE UNDEAD

## TIPS & HINTS

***I found the notebook, the oil, the tinder box and the crucifix. Now what?***

After speaking with Dracula, go back to your room and LOOK out the window. Now you know what you have to do next.

In Dracula's study, get the lantern. Go downstairs.

Get the money and the box.

Unlock the door and go down into the catacombs.

Find the crowbar.

Go back to the room across from yours and pry it open.

Go back to the catacombs and get the twine and the brass key.

Go back to the clock and get the small key.

Get the leftovers from the table.

Go back to the study. Open the drawer.

Go to the money room and use the lever.

Get the book.

Go into the catacombs, climb the ladder, calm the horse.

Find the spade.

Climb the well.

Note: Several intermediate steps are missing. Following the above will get you killed twice unless you think of other things!

You MUST take copious notes in your noteBook in order to successfully complete the game.

***Is there any use for the money?***

No, the money doesn't do anything, except that you may have to have it in your posession to win.

*How do I get the rope out of the bottom of the well?*

"Fish" it out.

*I can't get past the horse.*

Feed him.

### ***How do you finish the game?***

The most important thing needed to finish the game are the notes you (Jonathan) keep in the notebook. Anytime something important happens you should always use the notebook.

# DRACULA THE UNDEAD SOLUTION

Antechamber  
Open the chest of drawers  
Get notebook  
Enter the bedroom  
Examine table  
Get tinderbox  
Go to bed  
Examine bed  
Get crucifix  
Use crucifix  
Go into antechamber again, then onto landing and down  
stairs to hallway  
Go into dining room  
Talk to Dracula  
Use notebook  
Examine table  
Get oil  
Go back to ante chamber  
Look out of window  
Watch Dracula climb down wall  
Use notebook  
Open the window  
Climb out of the window  
Climb across the wall and enter Dracula's study  
Examine the table  
Read Bram Stoker passage  
Use notebook  
Get the lantern  
Use oil with lantern  
Use lantern with tinderbox  
Go to desk  
Examine desk  
Use notebook  
Go to counting room  
Get money  
Get box

Open box  
Go to door  
Go through door into catacombs  
Go left/ towards screen (joypad down)  
Go towards screen again  
Go left again  
Examine rock  
Turn lamp down  
Go towards screen  
Use notebook  
Go to and get crowbar  
Go into screen (joypad up)  
Go left, into screen  
Get the twine  
Go into screen , left  
Go upstairs to counting room  
Go upstairs in counting room to the study  
Go to the window  
Climb window  
Go across the wall to the bedroom window (the third small window on the left)  
Climb in through the window  
Read message about window lock breaking  
Go from bedroom to antechamber  
Go out onto landing and over to the door on the far left  
Use crowbar with door  
Open the door  
Enter the room  
Watch three brides animation  
Control returns to the player in the bedroom  
Use notebook  
Go to the window at front of the screen  
Open window  
Climb window  
Climb across the wall to the study and enter  
Get lantern and use with tinderbox  
Go down into the counting room  
Use the lever  
Go through the secret door into the library  
Examine books

Go back into the counting room  
Go down into the catacombs  
Go left, down, down, left down  
Examine the coffin  
Get the key  
Go up, right, up, up, right  
Go up the stairs to the counting room  
Go up to the study again  
Go out of the window onto the wall  
Go to the antechamber window and climb in  
Go onto the landing and then down into the hallway  
Go to the clock  
Use key from catacombs with clock  
Open clock, get key from clock  
Go into the dining room  
Read Bram text  
Examine the table  
Get sugar  
Go out of dining room, up stairs and into antechamber  
Climb out into the wall and go back to the study  
Get lantern again  
Use with tinderbox  
Go over to desk  
Use small key with drawer  
Open drawer  
Get hook  
Use hook with twine  
Go into the counting room, then the catacombs  
Go right, then up  
Climb ladders  
Use sugar  
Go out of stable into courtyard, then go right  
Enter storeroom  
Get the spade  
Go back to the stable  
Use the spade with the well  
Use the fishing line with well  
Climb well  
You've done it!

# ELECTROCOP CHEATS

## ***To select levels:***

Turn off the sound at the title screen.

Hold the joypad up and left at the same time.

Keep tapping both A & B buttons until it says "LEVEL 1"  
instead of "NOW TELEPORTING TO LEVEL 1".

Use the joypad to select level.

# ELECTROCOP

## CODES

Here is a list of all of the door codes for all 12 levels:

DOOR NO.	CODE	MISC. INFO
<hr/>		
LEVEL 1:		
1	2473	Exits to Level 2
2	9874	Exits to Level 2
3	8743	Contains Weapon
LEVEL 2:		
1	3287	
2	5409	
LEVEL 3:		
1	9284	Exit to Level 4
2	7210	Exit to Level 4
3	3936	Contains Weapon
4	7395	Contains Weapon
5	8294	
LEVEL 4:		
1	0394	Contains Weapon
LEVEL 5:		
1	8658	
2	5462	
3	9973	
4	7642	
5	0912	
6	0974	
7	7865	
8	4285	
LEVEL 6:		
2	8765	Exit to Level 12
LEVEL 7:		
1	6021	Exit to Level 4
2	5824	Exit to Level 9

## LEVEL 8:

1 7698 Exit to Level 6

## LEVEL 9:

1 0170 Contains Weapon

2 1092

3 7102 Contains Weapon

4 4726

5 1375 Exit to Level 11

6 2857 Contains Weapon

7 6998 Contains Weapon

8 1798 Contains Weapon

9 4391 Exit to Level 1

## LEVEL 11:

1 0293 Exit to Level 12

## LEVEL 12:

1 2987 Contains Weapon

2 6443 Contains Weapon

# GATES OF ZENDOCON

## TIPS & HINTS

### ***General strategies***

Every time you play a level, the monsters will appear in the same places, in the same sequence, every time. In addition, the "alien helpers" and other objects in the level appear in the same places.

Thus, the key to mastering a level is to first explore the level. Move your ship up and down as you proceed through the level so you can see everything that's there. You might have to sacrifice your ship a few times before you manage to get the whole level explored.

After you know what's there, you can develop the best strategy for getting through the level. This might involve moving your ship as little as possible to reduce risk, or it might involve moving it as much as possible so as to blow away more aliens.

### ***What does each of the "friendly aliens" do?***

"Floating Eye" - Hovers below your ship and shoots a fireball horizontally.

"Plasma Ball" - Hovers above and behind your ship, until you fire, at which point it wanders off (usually towards the closest enemy) and attempts to destroy enemies by touching them.

"Death Arising" - Hovers above your ship and shoots a red laser beam straight up.

"Sonic Dart" - Hovers above and slightly ahead of your ship and shoots a vertical white "sonic pulse", which moves to the right and enlarges as it moves away. The result is a continuous triangular wave of pulses which "sweeps out" virtually everthing in front of your ship.

### **Level 11 Tips**

As soon as possible, move the ship straight up to the top of the playfield. Do \*not\* move left or right. The dragon will fly into your tailjets and get killed instantly.

### **Level 14 Tips**

One easy way to get through this level is to stay on the bottom and never shoot. Of course, you don't get many points this way!

### **How do I kill the dragons?**

A dragon can be killed only by having its "head" contact your tailjets. None of the alien helpers affects the dragon.

To slay the dragon, note that it travels on a grid of circles. It will always stay in this grid. Here's a rough sketch:



The dots, quotes, and colons represent the path of the dragon. The key is to get your ship into the position marked "xxx" in the center of one of the circles. Avoid the dragon until you can see where the "center of the circle" is, and then put your ship there when the dragon is out of the way. Once in the center of the circle, your ship is entirely safe. After a while, the dragon's path repeats; when it comes round the circle again, it will fly through your tailjets and die.

This doesn't always work. Sometimes your ship is a little too far to the right and the dragon will just "chirp" a little as it

goes by. If this happens, move your ship to the left a \*tiny\* bit and wait for him to come around again.

### ***What do I do when there is more than one dragon?***

This makes things more difficult, because they don't always travel on the same "grid".

The strategy is the same, but since the dragons travel on different grids, you'll have to keep moving your ship. If you can't move fast enough, use your shields -- they will get you out of the way much more quickly. (However, you'll be dead if you're caught between two dragons or caught between a dragon and the edge of the playfield.)

Dodge the dragons repeatedly until you see what pattern they follow. Each one follows a repeating path. Then, kill them off one-by-one.

### ***How are the "tank" objects destroyed on level 44?***

- 1 - Wait until the first tank is about halfway across the screen.
- 2 - Move behind its cannon, then down behind it after the two-legged walker is out of the way.
- 3 - Follow it closely, and simultaneously maneuver the ship so that it's 3 pixels off the floor. Move almost all the way to the edge of the screen.
- 4 - Keep the lasers on continuously. This should kill additional walkers as they approach.
- 5 - As each additional tank piles up behind you, the score increments by increasing amounts. When the score is incrementing 10 at a time, the one's digit will be constant. Shortly after this happens, you will kill a walker. Just after the walker is killed, move up slightly, wait for a missile to fly just under you, then move back down into position.
- 6 - Continue to the end. When the screen stops scrolling, leave your ship still for a bit; the tanks will all simultaneously be destroyed.

### ***Level 52 Tips***

This is the "penultimate level", as it were. The object is to shoot at the object which slowly moves up and down along the right edge of the screen. Every now and then, this object will "open its eye"; this is the only time when it's vulnerable. The second time you successfully hit it when its eye is open, everything on the screen blows up and you are sent to the end of the game.

NOTE: If you have alien companions, they will be destroyed along with everything else! (However, they still help you get through this level.) The consequence of this is that when you face Zendocon, you always face it alone.

### ***How do I finish the game?***

In the final screen, you fight it out with Zendocon itself, the evil spider-monster which rules all the other aliens you've been fighting. To make it through this level, use the following procedure:

Zendocon appears on the right edge of the screen and moves horizontally towards you. While firing the lasers continuously, move your ship down slowly. You will eventually find a point at which your lazer-fire makes "explosions" appear on the monster.

When Zendocon is getting close, move your ship to the left and \*up\* out of the way. It can touch your ship without hurting you, but you want to avoid having it cover your ship entirely. Use your shields if it's a close call.

When it starts heading back towards the right, move your ship back down to fire at Zendocon's "soft spot" again. Use your shields when necessary to keep the "eyeballs" from hitting you. After the first couple of left-right "cycles" of Zendocon's movement, you'll be able to position your ship so that you can hit the soft spot and also avoid touching the eyeballs (because Zendocon slowly drifts up as it moves back and forth.)

Using this technique, you should be able to hit Zendoon enough so that it dies after five or six repetitions of its left-right path. If you don't, it will start moving around the screen diagonally. This means it's probably too late -- but in a last-ditch effort, put on your shields and fly into its "mouth". This might do it in.

If you kill Zendoon and then "commit suicide" by crashing your ship into the floating eyes, you're given another ship and have to kill Zendoon again. If you lose your last ship in this way, you lose the game. Killing Zendoon multiple times doesn't increase your score all that much, but it's something to do if you have lots of extra ships at the end of the game.

# GATES OF ZENDOCON

## EASTER EGGS

On level 28, the "floor" restricts the ship to the top half of the play-field. However, there is an easter-egg which allows you to access another gate "below the floor". Here's how you find it:

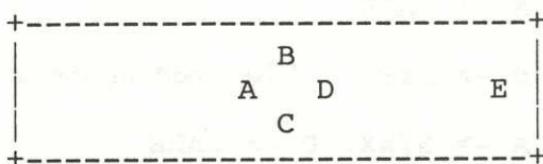
Immediately put on your shields and move the ship down, to kill the alien tanks. Then, start dropping bombs (using your shields when necessary to kill newly-appearing aliens). You will notice at one point the bombs appear to go through the floor. At this location is an invisible "hole" through which you can fly your ship.

It will probably take a few tries before you get through, because the hole is rather small. Once you get through, you maneuver through a couple of minor obstacles and then find the gate. It leads you to the "easter-egg level", whose name is "      ". (Four blank spaces: this level, therefore, can't be accessed directly as the others can because its name cannot be entered.)

# GATES OF ZENDOCON

## CODES

In the listing for each level, the gate(s) which exist on that level are indicated with a letter, an arrow "->", and the name of the level which that gate leads to. Different letters indicate different possible positions of the gate, as shown in this diagram:



This is meant to be a schematic representation of the level; your ship starts out at the left and proceeds towards the right.

For example, in the first level ("BASE"), it says "A -> ZYBX, E -> RAZE". This means that there are two gates: one at position "A", and another at position "E". You have to go through two "waves" of alien attack to get to a gate at position "E".

Each level's entry also tells which "friendly aliens" can be found on that level, and where. The symbols used are as follows:

- @ "Floating Eye"
- \* "Plasma Ball"
- ^ "Death Arising"
- > "Sonic Dart"

The description also tells where the alien is found.  
Note: You won't find the alien if your ship is already accompanied by an alien of the same type.

The levels are numbered in such a way that the gates always lead you to a higher-numbered level. Also, whenever possible consecutive levels have been given consecutive numbers. (Most levels only have one gate.)

1. BASE: A -> ZYBX, E -> RAZE
2. ZYBX: B -> NYXX, C -> XRXS, D -> NEAT
3. XRXS: A -> ANEX
4. ANEX: A -> NEAT, E -> BARE
5. NEAT: A -> YARR
6. YARR: B -> EYES. \*: Near bottom, at end.
7. EYES: A -> NYXX, D -> BARE
8. NYXX: C -> ZYRB. @: Near top of screen.
9. ZYRB: A -> SRYX
10. SRYX: A -> BARE
11. BARE: A -> STAX, D -> XRAY
12. XRAY: A -> RATT. \*: Near top of screen.
13. RATT: A -> NYET
14. NYET: A -> RAZE
15. STAX: A -> SZZZ
16. SZZZ: A -> RAZE. \*: Middle, at beginning.
17. RAZE: A -> TRYX, B -> ROXX, C -> TRAX,  
D -> TERA
18. ROXX: A -> NERB
19. NERB: A -> TREY. @: After dragon.

20. TREY: A -> STAR. >: Third set of partitions, top.
21. STAR: D -> SSSS, C -> BYTE. @: First set of partitions, bottom. The "B" gate is under the second partition. It's also sort of hard to enter.
22. SSSS: A -> BREX
23. TERA: A -> BYTE
24. BYTE: A -> BETA. >: Near bottom of screen.
25. BETA: B -> TRAX, E -> NEST
26. TRAX: A -> ZEBA
27. ZEBA: A -> TRYX, E -> ROXY. @: Near top.
28. TRYX: B -> STYX
29. STYX: A -> YARB
30. YARB: A -> BREX
31. ROXY: A -> NEXA
32. NEXA: A -> NEST
33. NEST: A -> EBYX
34. EBYX: A -> BREX. \*: Middle of screen
35. " " : A -> NERB. \*, @, ^, >: all near bottom, near beginning. This is the easter-egg level.
36. BREX: B -> ZEST, C -> SEBB, D -> STAB. ^: Near bottom, after
37. ZEST: A -> ZORT. \*: Bottom of screen, under stalactite.

38. ZORT: B -> STAB, E -> BRAN
39. BRAN: A -> BRO<sup>T</sup>
40. STAB: A -> BOXX. @: Middle, at beginning.
41. BOXX: C -> SEBB, E -> TENT
42. TENT: A -> BRO<sup>T</sup>. \*: Near middle.
43. SEBB: A -> S<sup>N</sup>EX. ^: Near bottom.
44. S<sup>N</sup>EX: C -> ZAXX
45. ZAXX: A -> BRO<sup>T</sup>
46. BRO<sup>T</sup>: A -> STOB. >: Near bottom.
47. STOB: A -> XTNT
48. XTNT: A -> BOTZ
49. BOTZ: A -> SNAX
50. SNAX: A -> ZETA, D -> NEAR
51. NEAR: A -> ZETA. \*: Near bottom. @: Near top, immediately after \*. >: Near bottom, shortly after @.
52. ZETA
53. End of game

# MS. PAC-MAN

## CHEATS

### ***To receive five free lives:***

During the game press the following:

- PAUSE
- OPTION 1
- Button B
- Button B
- Button A
- Button A
- OPTION 1
- Then UnPAUSE

### ***To receive a free lightning bolt:***

During the game press the following:

- PAUSE
- OPTION 1
- Button A
- OPTION 1
- Then UnPAUSE

### ***To skip levels:***

During the game press the following:

- PAUSE
- OPTION 1
- Button B
- Button B
- Button B
- OPTION 1
- Then UnPAUSE

You can then skip levels by pressing OPTION 1 during the game.

# QIX CODES

After level 255 you go back to level 0. There is no known code for level 1.

2-	GFGHEF	3-	GFGGEN	4-	HAHEHF
5-	HAHFNJ	6-	HAHGOI	7-	HFHCPI
8-	HFHNGF	9-	HFHMIJ	10-	IAIKCJ
11-	IAILLE	12-	IAIMAN	13-	IFIJIJE
14-	IFILHJ	15-	IFIKBJ	16-	IFJFBF
17-	IFJEHI	18-	IFJHCM	19-	IFJGIE
20-	IFJBAI	21-	IFJABE	22-	IFJDHJ
23-	IFJCBJ	24-	IFJNBE	25-	IFJMHI
26-	IFJPCI	27-	IFJOBH	28-	IFJJHJ
29-	BFAIFP	30-	IFJLDF	31-	IFJKHC
32-	IFKFBJ	33-	IFKEBF	34-	IFKHHI
35-	IFKGCM	36-	IFKBOD	37-	IFKAII
38-	IFKDCE	39-	IFKCLG	40-	IFKNBJ
41-	IFKMKI	42-	IFKPIC	43-	IFKOBJ
44-	IFKJKL	45-	DFBIDC	46-	IFKLBJ
47-	IFKKPF	48-	IFLFLF	49-	IFLEBJ
50-	IFLHPE	51-	IFLGLF	52-	IFLBBJ
53-	IFLAPH	54-	IFLDLF	55-	IFLCBJ
56-	IFLNPG	57-	IFLMLF	58-	IFLPBJ
59-	IFLOPB	60-	IFLJLF	61-	BFCIIJ
62-	IFLLPA	63-	IFLKLF	64-	IFMFCM
65-	IFMEIK	66-	IFMHAI	67-	IFMGKJ
68-	IFMBIC	69-	IFMACM	70-	IFMDAF
71-	IFMCJJ	72-	IFMNJA	73-	IFMMJK
74-	IFMPKJ	75-	IFMOJA	76-	IFMJJK
77-	DFHIMF	78-	IFMLHO	79-	IFMKEL
80-	IFNFKJ	81-	IFNEIC	82-	IFNHJF
83-	IFNGIM	84-	IFNBGM	85-	IFNAIK
86-	IFNDAI	87-	IFNCKJ	88-	IFNNIC
89-	IFNMCM	90-	IFNPHF	91-	IFNOJB
92-	IFNJJP	93-	BFEIDF	94-	IFNLFN
95-	IFNKJP	96-	IFOFCA	97-	IFOEJJ
98-	IFOHHF	99-	IFOGPK	100-	IFOBAM
101-	IFOAIG	102-	IFODHF	103-	IFOFIG

104- IFONMJ	105- IFOMDI	106- IFOPID
107- IFOOAM	108- IFOJJF	109- DFFIMF
110- IFOLJD	111- IFOKCM	112- IFPFIK
113- IFPEAT	114- IFPHKJ	115- IFPGI

# RAMPAGE CHEATS

## ***To select starting level:***

You can select your starting level by following the following instructions:

- PAUSE on the character selection screen
- UnPAUSE and go to the newspaper screen
- Hold OPTION 1 while moving the joypad left or right to change levels

# RAMPART

## TIPS & HINTS

### ***General tips and hints***

When firing, go for the ships closest to the shore first. You want to try and stop them from unloading ground forces if at all possible.

You have a short time to aim before you can start firing, so if you start at one end of the ships before firing starts, you can get more shots in. You need to use the "B" button to accelerate the joystick, or you can't get anywhere at all.

If a large group of ships is "clumped together", put your cross-hair in the middle of it all and keep shooting.

If a lot of debris makes surrounding your castle difficult, make a tight wall (very little free space) around an as-yet-unsurrounded castle. Then work on saving your home. You may lose some cannons, but it usually saves you the game.

When you first pick your home castle, look for the "tight spots," or the places which are going to cause problems when trying to surround the castle. Try to avoid placing cannons in those areas as long as you can. This will give you extra room to place wall sections if you get into a bind.

If you finish surrounding your castle(s) and you have some time left, try to surround another area just big enough to hold another cannon. You can always use more of those, and even if you don't fill the area, the ships will waste some fire on the extra wall segments.

You can be greedy in the early levels and get lots of points. A level might end depending on how well you are doing, so play well enough to survive but not well enough to end the level. Surround lots of castles with no room for cannons and keep one castle with cannons around it. Only worry about the ships that might get near the shore and launch ground cannons. Later in the game, if you are having trouble surrounding your main castle, give it up and surround

another one before time runs out. Most people lose their game by letting time run out when trying to surround a castle when they could have easily surrounded a different castle with no debris around it.

### ***General two-player tips and hints***

Make it hard for the other player to rebuild by leaving single wall pieces everywhere. For example, in the first battle, bomb every other wall section around his castle. It takes a lot of pieces to fill up all of those holes. If the other player has castles near the edge of the screen with cannons around them, bomb the walls at the edge so the only piece that will close the hole is the single square. If you gain a little bit of a power advantage, destroy some of the other players cannons. Don't surround your main castle with so many cannons that you can't fix all of the holes after a battle. Always try to have a castle with little stuff around it so you can save it quickly in an emergency. Start with a castle close to the other player and with a lot of open area around it.

As a defense measure, if you notice your opponent blasting every other brick in your wall, there's nothing stopping you from blasting sections of your OWN wall to make rebuilding easier.

Massive bombing attacks aren't necessarily the best thing to do. Don't be greedy! It only takes one castle to stay alive. You get one cannonball per cannon. If you have cannons at the edge of the screen, you will have to wait longer between shots.

### ***Tips and hints for higher levels***

This is THE most useful hint for the later levels in Rampart (the 2 levels on the bottom of the map and the island level). Surround one of the more useless castles and put a cannon above it, below it, left of it, and right of it. It may take a couple of battles to get it surrounded. The cannons will keep

the castle from being destroyed by the ground cannons. Now let all of the ground cannons try to attack the castle surrounded by the cannons. If a ship is unloading ground cannons near that castle, leave the ship alone. Once all of the ground cannons (about 30 I think) are trying to attack the protected castle, they won't bother you any more. Something else you can do if you have extra time while building walls is put pieces far away from your surrounded castle to attract cannon fire from the ships. Try destroying the walls around your castle before they can get hit by fireballs.

***I heard about an unknown land in Rampart.  
Can you tell me where it is?***

Select beginner mode, then conquer the first battle. When you go to the selection screen to choose next battle there are four shown! The top left one you have just beat. The bottom left will be highlighted, DO NOT PICK THIS ONE!!!. Choose the top right land. After defeating this one, choose the bottom right land.

# RAMPART

## CHEATS

### **To activate cheat mode:**

Pause during the game and press the following buttons...

- Option 1, seventeen times
- Option 2, nine times
- A button, eleven times
- B button, twenty-three times

Then press the joypad to do one of the following things:

- Right - you will conquer the next battle
- Left - you will conquer the next battle and get the victory screen
- Up - set the timer to 30 seconds
- Down - give yourself seven cannons to place in the "place cannons" mode

# ROADBLASTERS

## EASTER EGGS

1. Start on level 1.
2. Drive on either the left or right edge of the road (on the grass).
3. Drive as fast as you can into the tree.

If done right you will see a digitized picture of one of the programmers. You will see a different picture depending on whether you hit the left or the right tree.

# RYGAR

## TIPS & HINTS

### ***How do you kill the final boss in Rygar?***

To defeat the 'boss' in Rygar you need to jump up and shoot him in the head. It takes a few hits, but he will die. Just don't let him touch you!

# SCRAPYARD DOG CHEATS

## ***To receive a shield:***

When you start the game, wait until your man appears and press PAUSE. Now press right on the joypad and press the B button at the same time. You should see a message at the bottom of the screen that says "SHEILD AWARDED". This only works once at the beginning of each level.

# SHADOW OF THE BEAST

## TIPS & HINTS

***The A and B buttons seem backwards to me. Button A should be punch and button B should B jump.***

On the title screen press option 1 and you can reconfigure the buttons to a punch and B Jump. (It's in the manual)

***How do I get past the three headed dragon?***

If you are talking about the dragon in the castle, then look very closely at the back of the dragon. You should see something towards the middle of it. Shoot at that. You'll need the blaster refill. The "blaster" is the gun you get after you kill the dude at the cannon. You can find a reload for it in the castle.

***In the castle it's dark, and it says I need a light.  
Where do I get the light?***

Have you gone through the area under the tree? If not, do it! If you have, you must have missed an important area.

***How do I get past the two-headed (Kangaroo)  
dragon? The one where each head takes turns  
shooting at you?***

You need to use carefully timed jump kicks.

***Is there any way to get through the blinking eyes  
without loosing so much health?***

It's all in the timing.

***Is there a way to get through the mosquitos without loosing so much health?***

Just run fast, and keep going.

***How do you kill the guy shooting the Canon (above ground)?***

All you have to do is punch the cannon to the right after he lights it.

***How do you get past the blood spitting dragon in the area under the tree?***

The blue orb kills that dragon. Fire at the dragon when he's in a prone position. It take about 10 shots.

# SHANGHAI

## TIPS & HINTS

***What percentage of the layouts are winnable? I understand that in most scenarios it is possible (or even likely) to get a layout that is impossible to beat.***

The tiles are set up randomly each game, so it may be impossible to complete a layout sometimes. All of the levels have been completed in less than 3 minutes each, so you can beat all of them. Most people find the turtle the hardest, followed by the fish. The easiest is usually the butterfly.

***I just can't seem to win. I wonder what happens if you actually finish a game.***

If you would like to see the winning animation; at the high score table, press pause, and then hold down option1, option 2, and the B button, while pressing up and right, at the same time on the joypad.

# STEEL TALONS

## TIPS & HINTS

### ***How do you fire the rockets?***

The game manual says to Press B and Option 1 together to fire them, but it also says to Press B and Option 1 to change the view. The manual is in error. Press B and option 2 to fire your rockets.

# SUPER SKWEEK

## CHEATS

### ***Cheat Mode***

1. Start game
2. Play a level until there are 2 blue tiles left
3. Wait until there are 13 seconds left
4. Press PAUSE
5. Press OPTION 1 + A
6. Press OPTION 1 + OPTION 2 (the PAUSE message should disappear)
7. Press OPTION 2 + B
8. Unpause -- (screen flickers - return to game)

On any level, press OPTION 1 + OPTION 2 for cheat menu.

# TODD'S ADVENTURES IN SLIME WORLD

## CODES

These codes will place your character (TODD) at one of the restart stations located in the game. The further along the code is in the list, the further into the level your character will be re-started.

### ***Adventure 1: EASY***

24CAA1	E8CA6C	EC8AA9	118AEA	6FCBE9
919073	E70926	A809E3	6B4B6C	66CBE0
25CBA7	114928	12C9AA	550894	D7C956
19CB93	198AD2	9D0AD9	45C9C5	5DC9DD
070946	CA090D	CCC94F	30C988	4F8B09
0B8BCD	098BC3	078BC1	C28A87	870AC3
8A0ACE	8F0BC8			

### ***Adventure 2: EXPLORATION***

269AF3	ED9ABE	ECDA78	ED9BBF	E4DB71
259BF7	EA193D	EF58F9	D199B9	E79EB4
EDDE7D	EE9EBF	D29EBB	E79FB5	2F9CF2
6CDCE3	AC5CB2	139CFE	159DF9	D01A24
559925	5A9E23	43DFE9	1E1969	1DDCA0
1899E0	1CD8AF	0399EB	865591	465F57
4EDFD2	75DFD8	245947	085F11	4C5C52
070997	4FDFDD	089ADD	70DCDF	75DCD8
F1181B	B51FDA	711B9B	8EDA1A	F1DA45
745947	749807	F659C1	B85D87	BD1DC0
B79B40	3DDC80	B79B40	7E5D4D	205F09
7F9E0C	60DEC9	20D988	205F09	

### ***Adventure 3: ACTION***

9157B6	AB9277	2F1176	919073	198AD2
5DC9DD	15563D	569039	98D638	1796FC
111671	5417B2	1DD7BB	1993FB	D052FC
1492F9	D91225	5CD1E4	5CD6E5	011766

DC93A6	1E1262	43536C	42506C	47972D
0D97EB	77D1DF	B816D8	7A575B	B610D8
72139C	0C1654	8916E9	4D9115	F150D3
CA9095	0892D5	8F9350	B69358	391245
FF9086	BC12C0	BD11C4	3C5604	215601
211746	67970D	EAD74B	6B910B	62920F
A610C8				

### **Adventure 4: SUSPENSE**

DD0114	DDC154	9D8154	5DC0D4	5C8114
5C4157	1C4117	DC0117	DCC157	DF8197
9C01D7	9C4197	5D8014	9CC117	5C0097
5CC0D7	DCC0D7	C641D9	C941D8	494158
C9C659	464159	474059	46C0D9	464058
884284	0B82C4	0DC286	8C4280	8E4282
B0824C	34004E	C7071C	1A472B	1A076B
1DC7AB	5DC7EB	5D872B	5D476A	5C07AA
9702EB	10C3A2	110362	114322	918362
2E81E6	9146A1	9106E1	EEC666	114621
110661	11C6A6	2E0666	2E4626	2E86E7
2EC6A7	2B413A	2B81FB	2BC1BB	28413B
2881F8	28C1B8	294138	2981F9	29C1B9
24413F	2387F1	200771	E00731	A007F1
6006B1	210671	E10631	A106F1	6101B1
3E0272	FEC171	BEC131	7EC0F1	3EC0B1
FFC071	BF00F1	7F03B1	3C0371	FC0331
BC03F1	7C02B1	3D0271	7C4371	3A0276
FA42F6	BA42B6	FAC276	BA8176	BD42B1
BD02F1	BDC231	A48278		

### **Adventure 5: LOGIC**

D9E275	9C26F4	9B62B7	02A2FF	9F63B0
C02032	C4E17F	C2A1B2	032770	DF67F4
022470	05E7B3	47667F	4621BE	8522F9
06E3B8	8921F8	C966F9	8C65BB	CDE665
71E1E1	4C21A4	0EE3A0	CAA3A5	8D62A1
8F22E3	7527A3	336720	CEE565	F52520
39652C	3CA4EB	B7E42D	B2A662	BA64A8
F162ED	77E3E9	796168	BBA66B	3BE0AA
FF61D6	60A417	236516	E02711	A12601

# TOKI

## TIPS & HINTS

*I am having a problem beating the big elephant looking thing at the end of level 4. It throws tusk-like boomerangs and at the same time shoots balls from its trunk.*

Jump over the tusks (you have to learn to time it, but it doesn't have to be too exact). Then you should know that the crystalline elephant extends his trunk 3 times. The first time, wait until the last second (on the ground), and jump. If you wait long enough for your first jump, the next time the elephant extends its trunk will be up in the air. Duck. Then just jump over the trunk for the last time. Repeat.

Of course, you should be shooting the entire time. If you've got powered-up shots (and you should the first time), the elephant shouldn't last too long. One thing to concentrate on is the fact that once you learn how to kill an opponent, that method will always work.

# **VIKING CHILD**

## **CODES**

Village Castle: **OMEGAMAN**

Forest Mountain: **PATRICIA**

Land Bridge Lake: **REDDWRARF**

Labyrinth Mund Flat Volcano: **DEWSBURY**

Desert Pyramid: **ISLAND**

# XENOPHOBE

## TIPS & HINTS

***Can you give me some tips on how to do well in a multi-player game?***

One strategy which works well is to have two groups of two, one going left and one right (or working on separate floors). The "front" person in each group should have a higher-powered, shorter-range weapon, such as the Electro-gun or Poofer gun, and the rear person should have the laser. That way the rearmost guy is "covering" the leader. You have to have non-selfish players though (with regard to "goodies"). Also, on the appropriate levels, the leader should have the fire extinguisher.

***How do you kill the Mother Festor in Xenophobe?***

Lose your weapon on the next to the last level before the Mother Festor so you can make sure you have the laser gun. Go left all the way to the end and kill the stuff hanging from the ceiling. Then fire near the top of the screen, straight across. The shots will hit her in the head. You can tell because the % points go down. Once you kill her they drop fast.

You can keep jumping and firing off shots to kill her. Kind of tough to do with the electro gun since its range is limited, which is why you want the laser. It's not as strong, but goes much farther.

# ZARLOR MERCENARY

## TIPS & HINTS

### ***General tips and hints***

The first two boards are the roughest. About half way through the second board you'll pick up a supershield (it's a little green ball that comes down). That will allow your life to go back up as long as your not getting pounded by enemy fire.

It's easiest to start out with the power guy since he can explode more in one shoot. On the first board you want to get as much money as possible so you can buy more weapons. Grab the Speedups and Lasers right when you start off. Remember that when the ship you have is destroyed you loose all your weapons, so if you buy 10 Wing Canons it doesn't help much. Try to get one of each weapon you use the most for each ship so you won't end up with a bare ship in the middle of a level. Don't buy a new ship until you need it. Your money is better spent on weapons.

In one player mode, on level 2, it is easiest to go up the left side.

### ***How do you kill the boss at the end of the second level?***

To kill the boss at the end of the second level, it's easiest to fly straight into him and shoot like crazy. Most of the time you can nail him before he even shoots!

### ***How do you kill the waterdomes at the end of the "sea" level?***

Get them down in the corner and sit right in front of the center eye and fire away. Try to stay on the ridge that runs to the center. Run right up to it before they have a chance to shoot you. If you do it right, you can kill them before even

losing half your life. Stay away from the laser.

If you have a super shield, auto fire, laser, side and back shooters, and the extra power, one other way to defeat them is to move your fighter right over the hole before it surfaces. Then keep the autofire going and keep hitting the laser even though you can't see anything.

# ZARLOR MERCENARY

## EASTER EGGS

### ***The game of Life***

The game of LIFE can be accessed through the character selection screen. Press the fire button twice to get to the character selection screen. At this point you must hold down OPTION 1 while moving the joypad as follows: Up, Down, Left, Right, Up.

Your screen should say "LIFE", and there will be a "LIFEform" known as a "glider", moving across the screen diagonally. It will go off the edge of the screen and return on the bottom, eventually running into the cells forming the word "LIFE", and causing the chain reaction that destroys the title screen.

Before the title screen is destroyed you may try the following controls:

1. Moving the joypad or pressing either OPTION button or PAUSE will stop the current evolution of LIFE.
2. Pressing OPTION 1 to continue the evolution puts LIFE into a mode where cells that reach the edge of the screen wrap around to the other side.
3. Pressing OPTION 2 to continue the evolution puts LIFE into a mode where cells that reach the edge of the screen behave as though they have reached a solid wall. This may be useful if "gliders" that are launched are disrupting your LIFEforms.
4. Pressing either BUTTON A or BUTTON B puts LIFE into DRAWING MODE.

### **DRAWING MODE**

Access DRAWING MODE by pressing BUTTON A or BUTTON B while LIFE is evolving or after the current LIFEform has reached a stable state. You can tell you are in

DRAWING MODE because the joypad will be in control of your cursor, a set of green crosshairs. While in DRAWING MODE, your controls behave as follows:

1. Moving the joypad with BUTTON A depressed will allow you to draw.
2. Moving the joypad with BUTTON B depressed will allow you to erase.
3. Pressing OPTION 1 or OPTION 2 will allow your LIFEform to evolve, as described in 2 and 3 in the above ACCESSING LIFE section.
4. Note that the screen cannot be flipped, but attempting to RESTART the game will cause the screen to be cleared, and you will remain in the DRAWING MODE.
5. Pressing PAUSE and BUTTON A will put you in COPY MODE.
6. Pressing PAUSE and BUTTON B will put you in PASTE/ERASE MODE.

### **COPY MODE**

Access COPY MODE by holding down PAUSE and pressing BUTTON A while in DRAWING MODE. You can tell you are in COPY MODE because the green crosshairs will be onscreen with the word COPY in green below and slightly to the right of the crosshairs. While in COPY MODE, your controls behave as follows:

1. Pressing either OPTION 1 or 2 will return you to drawing mode.
2. Holding down PAUSE and pressing either OPTION 1 or OPTION 2 will evolve your LIFEform frame-by-frame. Note that the OPTION button used determines whether screen wrap is on or off.
3. Pressing BUTTON A sets one corner coordinate of a box that you can draw. Pressing BUTTON A again sets the other corner coordinate of the box. Anything within the box is now in your COPY BUFFER. You are now in PASTE/ERASE MODE.
4. Holding down PAUSE and pressing BUTTON A

takes you to the LIFEform library, a screen full of goodies for you to put into your COPY BUFFER. After selecting a LIFEform or group of LIFEforms, you will be in PASTE/ERASE MODE.

5. Holding down PAUSE and pressing BUTTON B takes you directly to PASTE/ERASE MODE, using whatever was last put in your COPY BUFFER. If you haven't yet selected anything, you may get garbage.

### **PASTE/ERASE MODE**

Access PASTE/ERASE MODE either by holding PAUSE and pressing BUTTON B while in DRAWING MODE, or by going to COPY MODE and selecting LIFEforms from your screen or the library screen. You can tell you are in PASTE/ERASE MODE because your joypad now controls whatever you have in your COPY BUFFER. While in PASTE/ERASE MODE, your controls behave as follows:

1. Pressing either OPTION 1 or OPTION 2 will return you to DRAWING MODE.
2. Pressing BUTTON A will allow you to paste your COPY BUFFER.
3. Pressing BUTTON B will allow you to erase using your COPY BUFFER.
4. Holding PAUSE and pressing BUTTON B will flip your COPY BUFFER any one of eight possible ways.
5. Note that the screen cannot be flipped, but attempting to RESTART the game will cause the screen to be cleared, and you will remain in the PASTE/ERASE MODE.
6. Pressing PAUSE and BUTTON A will put you in COPY MODE.